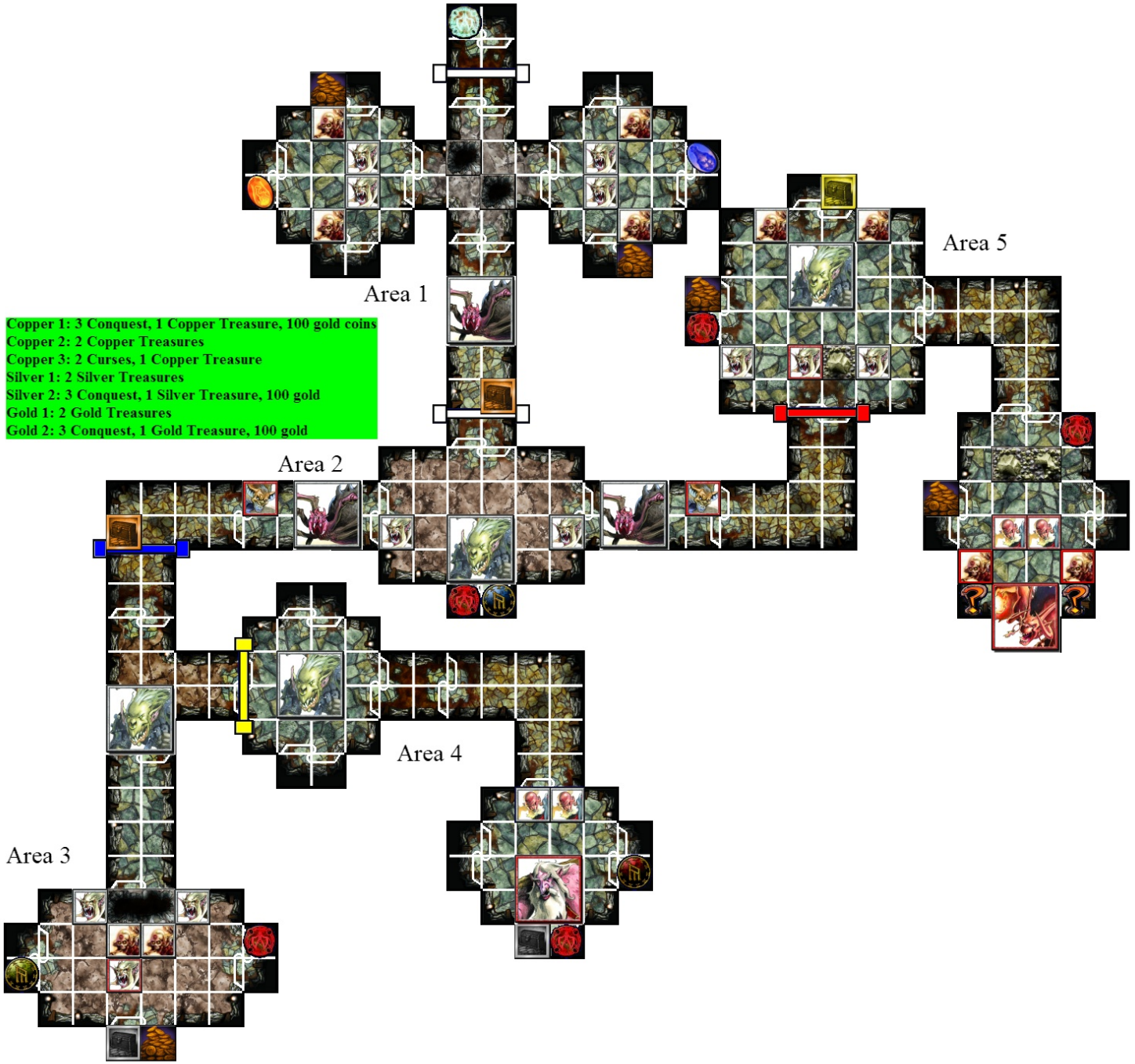
Area 1
Area 2
Area 3
Area 4
Area 5
Copper 1: 3 Conquest, 1 Copper Treasure, 100 gold coins
Copper 2: 2 Copper Treasures
Copper 3: 2 Curses, 1 Copper Treasure
Silver 1: 2 Silver Treasures
Silver 2: 3 Conquest, 1 Silver Treasure, 100 gold
Gold 1: 2 Gold Treasures
Gold 2: 3 Conquest, 1 Gold Treasure, 100 gold

Fan Created Scenario.
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The Demon's Lieutenants

By Jesse Durham

Scenario Background

A mysterious enemy has been stealing children from Greyhaven. The mayor suspects the culprit to be located in an old prison and has asked the group of heroes to travel and see if they can discover who is stealing the children, and why.

Mission Goals

The heroes are to attempt to find and rescue any children, then discover who is behind the kidnappings and destroy whoever they are.

Area 1

The walls are covered in green slime with an odor of sulfur filling the halls. Strange scraping sounds fill the heroes' ears, and faint screaming can be heard in the distance.

Area 2

Long hallways extend to the left and right, a large ogre stares you in the face, behind him you notice a blue key. The ogre takes notice of the heroes and screams "Its too late, they are already all dead. The sacrifice has been made and the lord will return!"

Area 3

The room is musky with the stench of beastmen and a long hallway lays before you. As the heroes enter a beastman yells "You cannot kill Lieutenant Prash, this world is doomed, the lord comes!"

The master beastman Prash is the first of the Demon's Lieutenants, he has 8 extra wounds and 2 extra armor, and undying. The Yellow Runekey cannot be picked up until he is dead.

Area 4

Large furniture lays everywhere, destroyed and in pieces. Along the walls are extremly large weapons, nothing a normal hero could ever use. Around the corner the heroes can hear two sorcerers having some sort of argument with a giant.

The master Giant Orgron is the second of the Demon's Lieutenants, he has 8 extra wounds and 2 extra armor, and undying. The Red Runekey cannot be picked up until he is dead, and he succeeds every undying role until the sorcerers that start in the same room are dead.

Area 5

The door to the last of the rooms to explore is opened and intense heat immediately hits the hero's faces. The smell of a fresh kill looms in the air, most likely from one of the children the heroes were sent to save. Another large ogre turns around and begins to attack the heroes.

Anigav is the 3rd and final Lieutenant with 1 extra armor and 15 extra wounds. The sorcerers only have sorcery 1 but have 15 extra wounds each.

When Anigav is killed, the heroes must escape the collapsing prison. Although they did not find any children, they were triumphant over the Demon's Lieutenants. However it seems it all could have been futile as the children sacrifices have already been made, and the Demon Lord has been summoned.

Read out loud to heroes:
The encounter markers are pillars of ressurection. When a hero dies another hero can pick up the dead hero for 1 movement point before the hero returns to town and loses conquest tokens. Heroes have untill the end of their next turn to do this. A "dying" hero is left on their space and blocks movement for monsters, but not line of sight.

If a hero is carrying another hero, they can only perform one action, must leave a hand free, and movement speed is halved rounded up. When the hero carrying the dead hero ends his movement on the encounter, he drops the dead hero and the two must remain there until the end of the Overlord's next turn. The alive hero on the marker automatically has 8 armor and is restored to full life. If the hero is killed, then both must die and return to town with the loss of conquest tokens for both heroes.

Monsters cannot stand on or use pillars of ressurection

Important: If Anigav dies before the sorcerers:
say "Suddenly the sorcerers begin chanting." The sorcerers are in a chant for the rest of the heroes turn. At the end of the Overlord's next turn, the Lieutenant Anigav is ressurected and a sorcerer with the most wounds taken is removed from the board.

If Anigav dies after the sorcerers, read the following:
Anigav roars in defiance saying "None of this has mattered the lord will return tonight, you are doomed as is this world." then what seems to be his soul, rises from his body and swirls around the room and then absorbs back into the body as he finally dies. The remaining monsters in the dungeon explode and a large rumble is heard as the ground begins to shake.

Fan Created Scenario.
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